ELECTRUM DRAGONS

Peaceful Philosopher Mystics.

Habitat: Mountains, Plains; **Treasure:** Arcana, Relics

Electrum dragons are characterized by their metallic scales which reflect a brilliant silver with golden undertones, and their stately beards. They live peaceful lives in relative isolation, however, they often welcome visitors to their lair and enjoy engaging with philosophical debate and trade. They are especially fond of bargaining with visitors and cutting deals for objects they consider beautiful.

Electrum dragons care little for material wealth, but rather, tend to hoard objects they believe embody art, creativity, and beauty. Their collections vary wildly from dragon to dragon. Some may consist of vast galleries of fine paintings, while others may be more eclectic and creative in their arrangement. The subjective nature of what one considers “beautiful”, is sure to lead some dragons to truly peculiar collections.

ELECTRUM DRAGON WYRMLINGS

From birth, electrum dragons are on their own. They have little guidance from their parents once they are born, other than their innate thirst for knowledge and understanding. Caring little for the pursuit of formal education, electrum dragons begin life seeking out places of great beauty and often travel far and wide to discover what the world may yet contain.

YOUNG ELECTRUM DRAGON

By the time an electrum dragon is old enough to be considered "young", they have already started to define what they consider the idea of beauty, and are likely to have started collecting things beyond shiny rocks and stones.

ADULT ELECTRUM DRAGON

An adult electrum dragon has had many years to read, discover, and explore all things related to life and the many things that surround its myriad philosophies. These dragons are often considered to be wise and insightful masters or sages. Many travellers will risk the often perilous journeys to their remote mountain lairs in order to learn from their wisdom.

ANCIENT ELECTRUM DRAGON

Once an electrum dragon is old enough to be considered truly ancient, they are likely known throughout the entire region where they make their lair, if not the world. Such creatures are thought to have impossible insights into the inner workings of the cosmos and the multiverse, having spent a millennia philosophising and contemplating the nature of reality itself. These individuals are exceedingly rare, and often secretive of the vast secrets they may be privy to.

ELECTRUM DRAGON LAIRS

Electrum dragons make their homes in cavernous halls and natural caves in mountainous regions.

The region containing an adult or ancient electrum dragon's lair is altered by its presence, creating the following effects;

Meditative Rest. Any creature who takes a long rest within 1 mile of the dragon's lair does not need to sleep, but instead, meditates in the same manner that elves do.
Rapturous Beauty. The landscape within 6 miles of an electrum dragon's lair is inordinately beautiful. Flowers grow to their fullest and most colourful, animals have impeccable silken coats of fur or scales, the water in any streams runs crystal clear and any rocky outcroppings form with perfect aesthetic taste in mind. This unparalleled natural beauty often attracts fey creatures and can sometimes lead to a large presence of fey in the area.

Forgotten Paths. The area within 6 miles of the dragon's lair is highly difficult to navigate, unless the dragon wishes to ease the way. All Survival (Wisdom) and Perception (Wisdom) checks are made with Disadvantage, unless the dragon wishes to allow a creature to more easily find its lair in which case these checks automatically succeed.

If the dragon dies or moves its lair elsewhere, the natural beauty of the region gradually returns to what would be normal for the area over the course of 2d4 months, all other effects end immediately.

ELECTRUM DRAGON LAIRS

1d6	The Dragon Makes its Lair In…
1	An ancient cave, said to house a reflecting pool that can be used to scry on anyone.
2	The ruins of a massive library, said to belong to a once great civilization.
3	In the mountains near several small settlements where the dragon is thought of as a wizened old sage.
4	A massive city, where it leads a small but influential group of philosophers.
5	In a cave system that connects to both the surface and the Underdark, where it hopes to learn the philosophies of both landscapes.
6	On an island at the edge of the world. The dragon enjoys a peaceful existence where it contemplates the grand philosophies of the cosmos.

Electrum Dragon Wyrmling

Medium Dragon, Neutral Good

AC 16 **Initiative** +2 (12)
Hit Points 45 (6d8 + 18)
Speed 30 ft., 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 17	+3	+3	**DEX** 10	+0	+2	**CON** 16	+3	+3

INT 13	+1	+1	**WIS** 13	+1	+3	**CHA** 14	+2	+2

Skills History +3, Perception +5, Persuasion +4
Immunities Charmed
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 15
Languages Draconic
Challenge 2 (XP 450; PB +2)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Discombobulating Breath (Recharge 5–6). *Intelligence Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* For 1 minute the target can't take Bonus Actions or Reactions and must roll 1d10 to determine what they do with their action;

> ***1:*** The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
>
> ***2-6:*** The target doesn't move or take actions.
>
> ***7-8:*** The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
>
> ***9-10:*** The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success.

Weakening Breath. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests for 1 minute. At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on the next attack roll it makes until the start of the dragon's next turn.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *Detect Magic*

Young Electrum Dragon

Large Dragon, Neutral Good

AC 17 **Initiative** +4 (14)
Hit Points 168 (16d10 + 18)
Speed 40 ft., 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 22	+6	+6	**DEX** 10	+0	+4	**CON** 20	+5	+5
INT 16	+3	+3	**WIS** 16	+3	+7	**CHA** 18	+4	+4

Skills Arcana +7, Religion +7, History +7, Perception +11, Persuasion +8
Immunities Charmed
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 21
Languages Common, Draconic
Challenge 9 (XP 5,000; PB +4)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Weakening Breath.

Rend. *Melee Attack Roll:* +10 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage. The target has disadvantage on concentration checks made as a result of this attack.

Discombobulating Breath (Recharge 5–6). *Intelligence Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* For 1 minute the target can't take Bonus Actions or Reactions and must roll 1d10 to determine what they do with their action;

> ***1:*** The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
>
> ***2-6:*** The target doesn't move or take actions.
>
> ***7-8:*** The target doesn't move, and it takes the Attack action to make one melee attack

against a random creature within reach. If none are within reach, the target takes no action.

9-10: The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success.

Weakening Breath. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests for 1 minute. At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on the next attack roll it makes until the start of the dragon's next turn.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *Detect Magic, Identify, Magic Missile, Prestidigitation*
- 1/day each: *Locate Object*

Adult Electrum Dragon

Huge Dragon, Neutral Good

AC 18 **Initiative** +5 (15)
Hit Points 216 (16d12 + 112)
Speed 40 ft., 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE	
STR 26	+7	+7	**DEX** 10	+0	+5	**CON** 24	+7	+7
INT 20	+5	+5	**WIS** 20	+5	+10	**CHA** 19	+4	+4

Skills Arcana +10, Religion +10, History +10, Perception +15, Persuasion +9
Immunities Charmed
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 25
Languages All
Challenge 16 (XP 15,000, or 18,000 in lair; PB +5)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Weakening Breath or (B) Spellcasting to cast *Magic Missile* (level 3 version).

Rend. *Melee Attack Roll:* +13 to hit, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage. The target has disadvantage on concentration checks made as a result of this attack.

Discombobulating Breath (Recharge 5–6). *Intelligence Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* For 1 minute the target can't take Bonus Actions or Reactions and must roll 1d10 to determine what they do with their action;

> ***1:*** The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
>
> ***2-6:*** The target doesn't move or take actions.
>
> ***7-9:*** The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
>
> ***10:*** The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success.

Weakening Breath. *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests for 1 minute. At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on the next attack roll it makes until the start of the dragon's next turn.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *Detect Magic, Identify, Magic Missile, Prestidigitation*
- 3/day each: *Dispel Magic, Fireball, Locate Object, Major Image*
- 1/day each: *Hallucinatory Terrain, Telekinesis*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Dismiss. The dragon uses spell casting to cast *Dispel Magic*. The dragon can't take this action again until the start of its next turn.

Psychic Lock. *Intelligence Saving Throw:* DC 18, each creature in a 60-foot-long, 10-foot-wide Line. Failure: 14 (4d6) Psychic damage, and the target cannot cast spells until the end of the dragon's next turn. *Success*: Half damage only. *Failure or Success*: The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Ancient Electrum Dragon

Huge Dragon, Neutral Good

AC 21 **Initiative** +14 (24)
Hit Points 468 (24d20 + 216)
Speed 40 ft., 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	DEX 10	+0	+7	CON 28	+9	+9
INT 26	+8	+8	WIS 28	+9	+16	CHA 24	+7	+7

Skills Arcana +22, Religion +22, History +22, Perception +23, Persuasion +14
Immunities Charmed
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 33
Languages All
Challenge 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Weakening Breath or (B) Spellcasting to cast *Magic Missile* (level 6 version)

Rend. *Melee Attack Roll:* +16 to hit, reach 15 ft. *Hit:* 18 (2d8 + 9) Slashing damage. The target has disadvantage on concentration checks made as a result of this attack.

Discombobulating Breath (Recharge 5–6). *Intelligence Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* For 1 minute the target can't take Bonus Actions or Reactions and must roll 1d10 to determine what they do with their action;

> ***1:*** The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
>
> ***2-6:*** The target doesn't move or take actions.
>
> ***7-9:*** The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
>
> ***10:*** The target chooses its behavior.

At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success.

Weakening Breath. *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests for 1 minute. At the end of each of its turns, an affected target repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on the next attack roll it makes until the start of the dragon's next turn.

Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *Detect Magic, Identify, Magic Missile, Prestidigitation*
- 3/day each: *Dispel Magic, Fireball, Locate Object, Major Image, Telekinesis*
- 1/day each: *Hallucinatory Terrain*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Dismiss. The dragon uses spell casting to cast *Dispel Magic*. The dragon can't take this action again until the start of its next turn.

Psychic Lock. *Intelligence Saving Throw:* DC 24, each creature in a 60-foot-long, 10-foot-wide Line. Failure: 14 (4d6) Psychic damage, and the target cannot cast spells until the end of the dragon's next turn. *Success*: Half damage only. *Failure or Success*: The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***
Art by: ***ATOMIC INK***
The Monstrous YouTube Video This Came From: ***The Coolest D&D Dragon Everyone Forgot About***
Created in compliance with the Dungeons & Dragons SRD 5.1

**Check out the high-res PDF version on the Dungeon Dad Patreon!*